

```
1  #pragma once
2  #include "GameStateMachine.h"
3
4  class Game;
5  class GameState;
6
7  class StateMachineExampleGame :
8      public GameStateMachine
9  {
10 public:
11     enum class SceneName
12     {
13         None,
14         MainMenu,
15         Gameplay,
16         Settings,
17         Highscore,
18         Lose,
19         Win
20     };
21
22 private:
23     Game* m_pOwner;
24
25     GameState* m_pCurrentState;
26     GameState* m_pNewState;
27
28 public:
29     StateMachineExampleGame(Game* pOwner);
30
31     virtual bool Init() override;
32     virtual bool UpdateCurrentState(bool processInput = true) override;
33     virtual void DrawCurrentState() override;
34     virtual void ChangeState(GameState* pNewState) override;
35     virtual void CleanUp() override;
36     void LoadScene(SceneName scene);
37
38 };
39
40
```